MYTHOS

JAN
15¢

LANDFALL

PARANOID MINIATURES

"A CAMPAIGN OF UNSPEAKABLE HORROR"

Introduction

Lazarus stood up from his desk and wiped the sweat from his brow.

His mind was full of possibilities, avenues of thought that he wanted to proceed down, but he had to focus and not be hasty in his next steps. He pushed the desk chair to one side to take a step back, subconsciously rubbing his temple.

He glanced around the room, taking in all of its secrets. This was his home, his sanctuary; this was the only place he felt truly safe. Some of this had to do with the wards and runes that he had designed and scribed into the very fabric of the building itself, but mostly it was because this was the place where he grew from boy to man. These memories gave him peace, these memories made him feel safe.

The room itself was crammed with paraphernalia from all walks of life which stood floor to ceiling in some areas. Books, carvings, tablets of stone, statues, all of which had been accumulated over the many years of travel that he had undertaken in humanity's defence.

He stepped forward towards the desk, leant over and started to rummage through the many papers laid out on its mahogany surface. Papers fell cascading over the side of the desk. He ignored them, still searching the pile, when his eyes caught the formula. He grabbed at it and raised it to scan its contents; this was it, this was what he was looking for.

His mind running through the calculations and alignments that he had written onto the paper. In an instant he had double checked the formula and come to the conclusion that this was his next step.

If nothing else he was a decisive character, which in turn had both saved him and put him in great peril in equal measure. Quick thinking, decisiveness and a desire to act were all traits that had held him in good stead over the years and he had quickly learnt to trust his instinct. At this point he noticed how dark the room had become; looking through the wide window to his left he noted that the sun was low on the horizon. Time had flown quickly as his last conscious memory of time was walking through to the parlour mid-morning to stretch his aching legs. Now hours had passed, in what to him, felt like just a few minutes.

The view through the window looked out in a westerly direction, with a commanding view across Stony Point and then down towards the Seekonk River. He turned his head slightly to the left, still gazing out of the window, and in doing so he caught sight of the Riverside Cemetery. Memories stirred, rekindled by just catching a glance of the cemetery, and with this came pain. The type of pain that only regret and failure can bring; too late to stop it, too late to catch himself, images flooded back and replayed themselves in his mind's eye.

The sound of screaming filled his head. Not screams of terror though, that he could deal with; but screams of anger, uncontrolled rage and unholy abandon. Rushing at him, entering his consciousness in an almost rhythmic pattern.

He breathed slowly. His mind was trained to conquer these types of assaults. A minute passed, he had not moved. Eyes closed, he

concentrated on his breathing. The screaming began to subside. As it grew distant, he remembered, as he always did, a familiar voice telling him "protect her". This was his cost to pay, these memories the charge that he had to incur but they were a price that he paid without comment and without remorse.

Refocusing, he looked back down at the paper in his hands. He recalled the previous evening and the work he had carried out on the formula, working through various iterations of Zeno's paradoxes and how the light from reflections given the right energy source and angle against one another have an infinite amount of reflections back. He checked himself again; no more thinking, now was the time for implementation. He turned away from the window, folded the paper, placing it in his jacket pocket and walked towards the door leading out of his Study.

He descended the two flights of stairs and walked with pace through the imposing and ornate entrance hall. His journey led him to a locked door at the end of hallway towards the back of the house. His hand wandered down to his watch chain and with reassurance felt a number of items, all of which had strange tales behind them. Attached to the chain was an old and rusty key about three inches in length. He pulled at the chain and inserted the key into the lock. He turned the key precisely 90 degrees to the left, swiftly then turning it a further 45 degrees to the right and finally a further 45 degrees to the left. He heard a satisfying click as the mechanism unlocked. Opening the door took more effort than the look of the door gave; outwardly the door looked like any other wooden door in the house but this door was made of lead and was covered with a wooden skin. He knew this and therefore gave the required effort to open it. He shut the door behind him, reversing the locking procedure that he had undertaken to open it in the first place, taking the carpeted steps one at a time; this was a route he had taken countless times before. The large basement was his laboratory in which he stored his most precious and dangerous artefacts. He had given the basement special attention when designing and applying wards and runes to the house. He had also taken the precaution of digging out the previous basement and then reskinning the entire floor in 3 inch thick lead, creating an almost impregnable space.

As he reached the last step he surveyed the open plan room in front of him, taking up the entire footprint of the building above, with only four columns equally spaced from floor to ceiling; this was his pride and joy, his sanctum.

This architectural marvel was only known to a select number of his inner circle, people that he would trust with his life, in fact people that he would trust with much more than that. Today, he was on his own,. At this point he was not ready to share his experiment with others, he needed to conduct more research before alerting anyone else and as a scientist he needed verification before he took that route. From floor to ceiling the room's height was an even 10ft, and in the middle of the room standing equidistance from each of the pillars stood a large cylindrical metal tube approximately 4ft in circumference and 8ft tall. The tube itself was made from copper and had a glass window placed around the circumference 3ft from the ground. The window had a convex nature to it which enhanced the water inside the tube.

Placed all around the tube and at an equal distance of 3ft from the tube, were an array of mirrors. The mirrors formed a circle around the tube and were at the same height as the window formed into the tube. Every single mirror faced towards the tube and each mirror was individually held secured in place by a metal stand. The mirrors were 10 inches x 10

inches square, and in total there were 36 mirrors in place. The effect of this was to create a myriad, intricate and what seemed to be an almost infinite number of reflections.

He walked over to the arrangement and in doing so pulled the paper from his jacket pocket. Based on his calculations of the previous evening he had concluded that luminosity was the key, ensuring that the mirrors had an adequate supply of light would increase the amount of reflections that could be unlocked. He set to work.

Over the next few hours, he adjusted all but one of the 36 mirrors, ensuring that the angles that he had calculated for each of them were precisely aligned before moving on to the next mirror. This was an arduous task but it didn't feel that way to him. His training and experience had taught him that precision and checking were key to a successful outcome and in some instances this attention to detail was what had saved his and others' souls. Once completed, he stood back to review his work. He glanced over at the huge copper tube which encased the water, this water specifically taken from the Dockside here in Providence. Satisfied with the outcome of the adjustments, he knew it was time to add the last element to the arrangement, light.

During the course of the construction of the Laboratory, he had installed Edison electric lights, a series of incandescent lamps that were wired into the main circuitry of the house. Having spent some time previously to adapt the lighting mechanisms, he now placed 12 free standing lamps at equal distances every third mirror. He gave this task the same precision and concentration he had applied to the angling of the mirrors; he knew that the outcome depended upon pin point accuracy.

Finally satisfied with all but one element of the experiment, he surveyed the fruits of his labour. One mirror needed a final adjustment which would then complete and put into physical form his calculations. He knew that each additional reflection adds length to the path the light must travel before exiting the mirror and if the mirrors are not precisely parallel, but instead are canted at a slight angle, the "visual tunnel" would be perceived to be curved as it recedes into infinity. Each mirror had been placed at a vertical slant of exactly 1.928 degrees to the left of the tube whilst the remaining mirror was directly parallel to the tube.

This was the moment that he had been waiting for; this was the moment that was the culmination of weeks of research and long nights of intensive calculations. Even the water encased in the imposing copper tube had been researched and the precise location of extraction had been hard sought. A sighting had been reported to the local Police Department by an Icelandic Sailor, of a creature exiting the water onto the Dockside. The report was dismissed by the Police as nothing but the ramblings of a gin intoxicated foreigner, no action taken, filed to gather dust and to be ignored. His contacts within the City had made him aware of the sighting and he had managed to track down the Sailor before he left on his travels, thus gaining the exact location of the creature's departure from the depths. This was the final element that he needed to bring his experiment to life.

Taking hold of the final mirror and using his angle finder, he adjusted the remaining mirror to replicate the required angle. Now all in position the effect was instantaneous. Each mirror, reflecting through the convex water of the tube, produced a curved tunnel of its opposite mirror, immeasurable repetitions cascading down and down.

He walked around the apparatus, his eyes moving from one mirror to the next taking in the mesmerising effect. Slowly he circled

the mechanism. Glancing just in front of himself in order to catch the full impact of the curved tunnel of repeating patterns, he could see the slight green tinge of the dockland water in each of the images imposed on the mirrored surface, instinctively trying to count the images but this proved an impossible and frustrating task.

He saw nothing other than this on his first pass of the mirrors. As he walked the second circuit he went through the calculations of angles, luminosity and distance, all of which he had factored into his formula. A rising sense of failure began its steady path to his consciousness. Were his calculations incorrect? Was the extraction point the wrong location? Just as these questions began to form in his mind, he noticed on one of the mirrors that one of the innumerable images contained within it had a slightly darker tinge to the water, almost imperceptibly so.

He stopped in his tracks, his head tilted to the right in order to gain a better view of the mirror. Still for a few seconds, his eyes gained complete focus on the image and this moment confirmed his first thought, the water was darker. He looked to the mirrors either side of his focus, nothing unusual or out of the ordinary. He looked back and noticed that the water in the mirror was growing ever darker. This enhanced its difference from its counter-parts and he stood transfixed at the deepening shade. A weird mix of exhilaration and trepidation took hold of him as he began to realise that he may be right, that this experiment may be about to prove the theory that had been eating away at him for months. The reflection of the water was now a defined shade of dark green while still transparent; he noticed a movement within. The shade the water itself was starting to move as it jolted into life. He quickly looked at the copper tube centrally placed within the circle of mirrors; nothing, no movement at all. He looked back at the mirror and at that precise image, the water continuing to move or rather swirl in an anticlockwise direction. The shade remained the same, now settled on its colour, then swirling ever faster, now becoming a maelstrom within the mirrored image.

Without time to react to the violence he was witnessing, he noticed at the centre of the now fully formed whirlpool a metallic object began an ascent out of the water. Within a second or two he recognised the object as a curved blade. He noted the body of the blade was inscribed with symbols and patterns which he did not recognise as anything he had encountered before. Continuing its ascent the handle of the blade was exposed and was gripped by a hand, without blemish and with a skin tone that was almost alabaster, the blade now fully revealed. Transfixed by this impossible sight, the hand and blade remaining motionless protruding from the water, he became aware of a distant voice. At this point he could not tell whether it was actually a physical voice or was being seeded into his mind. The voice was melodic and rose in volume as the seconds ticked by, until it reached a level to which he could hear its message being repeated over and over.

"Now is our time, now is the time for landfall….."

The voice faded, he closed his eyes and reopened them to find the mirrored image the same as the infinite reflections placed around the tube, no different shading, no blade, just a reflection of water.

A sense of weakness engulfed him. Being in the presence of this entity forced him to consider the futility of his cause. He could not win, humanity could not win, all was lost. Pushing these thoughts to the core of his being, he walked towards the stairs leading out of the basement, with one objective in mind.

He needed to contact the Praetor.

Campaign Structure

- Chapter 1 - Landfall
- Chapter 2 - Hear Her Word
- Chapter 3 - Say Her Name
- Chapter 4 - Taste Her Blood
- Chapter 5 - The Reckoning

Scenario Rules

The rules and special abilities in this campaign book take precedence over and supersede the Character Cards and rules presented in the main Mythos rulebook.

Objectives

During the course of this campaign, players will be able to pick up a number of different objectives; these being **Talismans** (Chapter 2), **Charms** (Chapter 3) and **Blood Glyphs** (Chapter 4).

The size of an objective marker is 30mm or less, and should be defined at the start of each chapter.

A model may not carry more than one Talisman or Charm at any time. A model may carry a single Talisman, a single Charm and multiple Blood Glyphs at the same time.

The Talismans, Charms and Blood Glyphs are broken down into 2 variants – those that can be used only once in the current chapter in which players are engaged, and those which can be used and carried forward into the following chapters.

During chapters, models may drop Talismans or Charms either voluntarily, through a successful RAN/ARC attack, or as a result of being forced to drop them when the model is about to be removed from the game. If a Talisman or Charm is dropped by a model, then it is placed in base contact with the model by the owning player. If a Talisman or Charm is dropped by a model that is being removed from play, then it is placed directly where that model was.

Blood Glyphs cannot be taken or dropped through any type of attack. In addition, they cannot be passed between friendly models. Once a model has a Blood Glyph attached to it, it remains on that model for the rest of the campaign, unless it is a single-use variant, in which case it is discarded when used.

Objectives & COM Attacks

If a model carrying a Talisman or Charm is involved in a COM attack (either offensively or defensively) and loses that attack, it will therefore take WND, but the model that has won the attack may choose to inflict no WND, instead taking a Talisman or Charm from the model it chose not to wound. If the model is carrying a combination of a Talisman, Charm or Blood Glyph, the winning model may choose which one to take.

Objectives & RAN/ARC Attacks

If a model carrying a Talisman or Charm is targeted by a RAN/ARC attack, is not in base contact with its attacker, and loses to that attack, then the defending model must make an additional defence test based on the type of successful attack (either RAN/ARC). If it fails this additional defence test, then it drops a Talisman or Charm of its choosing. If it does not carry a Talisman or Charm, there are no additional effects.

If a model carrying a Talisman or Charm is involved in a RAN/ARC attack (either offensively or defensively), is in base contact with another model and loses that attack, then

then the winning model may choose to inflict no WND and take a Talisman or Charm from the other model. If the model is carrying a combination of a Talisman or Charm, the winning model may choose which one to take. If it does not carry a Talisman or Charm, there are no additional effects.

Objectives & Chapters

Models may be able to gain Talismans, Charms and Blood Glyphs during the course of chapters, which can be carried over into subsequent chapters.

In chapters where Talismans, Charms or Blood Glyphs are available, players will have a number of individually numbered tokens that relate to Talismans, Charms or Blood Glyphs. These tokens are to be placed into a container, as defined by the chapter, and when a model gains a Talisman, Charm or Blood Glyph, then they blind draw from the container. The number on the token corresponds to the chapter table which defines and describes the profile of the Talisman, Charm or Blood Glyph.

Talismans, Charms and Blood Glyphs that are used and then discarded are immediately returned to the blind draw container. Models may only discard their Talismans, Charms or Blood Glyphs during that model's activation.

Talismans, Charms and Blood Glyphs that are not discarded are retained by the model, regardless of the number of times they are used.

Talismans or Charms may be passed to another friendly model for 1 AP and an active model may take a Talisman or Charm from another friendly model for 1 AP. In both instances models must be within 2" of each other and both must be unengaged.

Once a chapter has been completed but prior to the start of the next chapter, players are able to reassign these Talismans and Charms as they see fit across their Faction models.

A player is only able to assign **one of each of the Talismans and Charms** to each model, so choose wisely!

Chapter 1 - Landfall

Millennia had passed since she had last set foot onto land; countless generations of humanity had come and gone, unaware of her presence. She was lost to time; humans had become ignorant of her existence and had thrived in the intervening years.

With the oceans' water stilled by her command, the night sky was bright with the celestial body in full ascendancy as she made her return. The water rose beneath her feet, forming steps to allow her to move forward onto a platform made of wood.

Taking a deep breath in her new form, she sashayed her way towards the sandy beach. The scent of human souls was heavy in the air; there was so much of it, and it was so close she could barely contain her excitement for the feed to come. A spike in the flow of Mythos drew her attention, as powers were being used. Had they known she was coming? Were they lying in wait?

Smiling to herself, she set off in the direction of the disturbance, flexing her limbs in preparation for the fight to come. They had faced many monsters over the years, but they had never faced a being like her in their lifetimes, and this would be a good way to test her new form.

This is the opening chapter, and has been designed to give players an understanding of just what they are dealing with. This is the Faction's first encounter with the Sea Queen. She has just arrived on land, and therefore is not in the best of moods!

Number of Turns

No defined number of turns.

Victory Condition

The player with the last model standing wins.

Deployment

All models are deployed in a thin deployment zone 9"-12" from their chosen board edge.

Turn Activation Order

Players roll for initiative as normal. The player that wins the initiative roll chooses whether to be Player 1 or Player 2. Player 1 is the first to activate a model, after which Player 2 does the same. Following Player 2's activation, the Sea Queen activates (if she is on the board). This cycle is then followed until all player models have been activated.

If a situation arises where one player has remaining models left to activate and the other player has none, then the Sea Queen activates after each remaining model.

Sea Queen Special Rules

At the start of the game, the Sea Queen is not deployed on the board. When the first model is killed, the Sea Queen immediately enters play. She is placed at the Sea Queen deployment location indicated on the map.

Sea Queen Stats

The Sea Queen has the following statistics: COM/ARC/RAN of 10/10. When attacking or defending, the Sea Queen rolls 3D6 plus the statistic she is using. The Sea Queen cannot be harmed in any way.

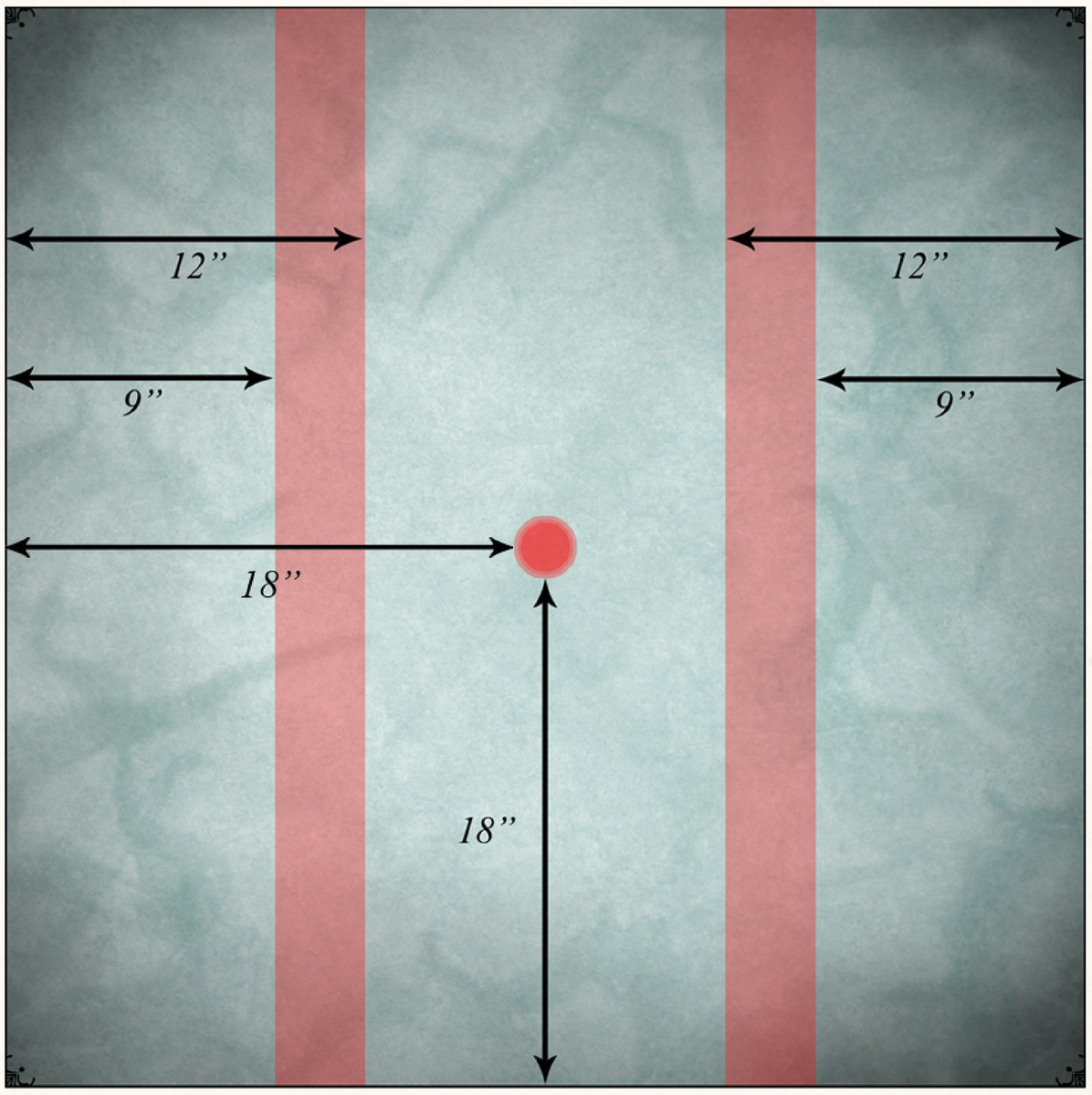
Sea Queen Actions

When the Sea Queen is activated, Player 1 rolls a D66, consults the table below, and applies the result. To roll a D66, roll two standard D6s; prior to rolling the dice, decide which one represents tens and which represents units. *For example, if you roll a 5 on the tens die and a 3 on the units die, then you have rolled a 53 and should consult the table to see what this means.*

D66 Result	Name of Action	Effect of Action
11	Terrifying Beauty	Each player loses SAN equal to their remaining MYT pool. The SAN loss is applied across the players' remaining models as they choose.
12-21	Nowhere to Hide	The Sea Queen attacks the farthest away model with her ARC attack. LOS is ignored and this attack cannot be prevented in any way.
22	Room to Breathe	Each player chooses up to 3 of the opposing player's models if able. Each model chosen must be submitted to a COM Def test. If the test is failed then the model is pushed D6" directly away from the Sea Queen and suffers 3 WND. If the model impacts another model or terrain, it stops and instead suffers 5 WND.
23-32	Honeyed Words	Player 1 chooses an enemy model which must make a full MOV action towards the Sea Queen. At the end of this MOV, if the enemy model is in base contact with the Sea Queen, she will launch a COM attack against that model. If the enemy model does not make base contact with the Sea Queen, she will launch an ARC attack against the enemy model.
33	Taste of Life	The model with the highest remaining WND halves its WND value, rounding up. If models are tied on remaining WND then both are affected.
34-43	From the Deep	The Sea Queen immediately portals to Player 1's last activated model and launches a COM attack. Following this, the Sea Queen immediately portals to Player 2's last activated model and launches a COM attack.
44	Madness Over Mind	All remaining MYT from both players' MYT pools are removed. A pulse, equal in inches to the MYT removed, emanates from the Sea Queen. All models within the pulse lose SAN equal to their MYT statistic.

D66 Result	Name of Action	Effect of Action
45-54	Alluring Whisper	Player 2 chooses an enemy model which must make a full MOV action towards the Sea Queen. At the end of this MOV, if the enemy model is in base contact with the Sea Queen, she will launch a COM attack against that model. If the enemy model does not make base contact with the Sea Queen, she will launch an ARC attack against the enemy model.
55	Laid Bare	The Sea Queen attacks all models on the table by finding their weaknesses. Each model must immediately defend an attack from the Sea Queen against their weakest defence stat.
56-65	Fiery Lust	Each player chooses up to 3 of the opposing player's models if able. Each model chosen must be submitted to a SAN test on 3D6. If the test is failed, then the model loses 1 SAN and immediately applies a Burn condition.
66	Clarion Call	All models on the table immediately roll on the SAN table using 3D6, and add their current SAN loss to the total.

Deployment Map



Sea Queen deployment zone Player deployment zone

Chapter 2 - Hear Her Words

She had miscalculated; she thought they had forgotten those times long ago when her and her brothers and sisters had walked the land. She had fallen into a trap – a trap made of her own hubris – and it had almost cost her life.

The very ground she walked upon had been designed and built for the return of her and her brethren. What had once been her hunting ground was now a Mythos trap of subtle design. The stones that made up the ground, the layout of the streets between the buildings; all had been designed and laid as a trap. When she had used her stored Mythos within the city, the hidden runes and Mythos pools had activated, draining her Mythos until there was little left but that which was tied to her own life-force.

It was at that moment she had realised there was an almost imperceptible difference between her own power and that of those she had toyed with. She had quickly latched onto their Mythos, her attacks not aimed to kill but to incapacitate while she examined the cause. Absorbing a small fraction of their life-force, she tasted the power, getting a feel for it; somewhat amazingly, she found that the trap did not draw it out again. Needing time to better understand what this meant, she allowed her body to fade to almost nothing. She became an ethereal, unable to take form; she would whisper words of prophecy and steal back the Mythos she needed.

To be heard, her words would have to be laced with a small amount of Mythos – something her enemies could use and shape if they had the skill and knowledge to form a Talisman.

Number of Turns

6 turns

Chapter Requirements

Place all the Talisman tokens into a container.

Victory Condition

The player with the most Talismans at the end of the chapter wins initiative for the first turn of Chapter 3.

Deployment

All models are deployed within 6" of their chosen board edge. Choice of board edge is given to the player who won Chapter 1. If it was a draw there is a roll off as normal.

Turn Activation Order

For the first turn only, the winner of Chapter 1 has the first activation. From Turn 2 onwards, players roll for initiative as normal.

Objectives

Place 6 Obelisks as per the diagram below (Obelisks may have a base size of up to 30mm). From Turn 2, number the Obelisks and roll a D6 to work out which Obelisk is active. Any active model within 3" of an active Obelisk may spend 1 MYT to "Hear Her Words". A model that "Hears Her Words" must take a SAN test.

If the model is unsuccessful in the SAN test, the Obelisk portals the model to a randomly determined Obelisk and the model suffers 1 WND and the usual 1 SAN.

If the model is successful in the SAN test, the Obelisk spews forth a Talisman and the player may draw a single Talisman token from the token container.

Results in bold are one use only, may be applied instantly, and must be used in this chapter. *All results in italics are infused into the Talismans; apply the action effect to the model carrying it accordingly and these Talismans can be carried over into subsequent chapters.*

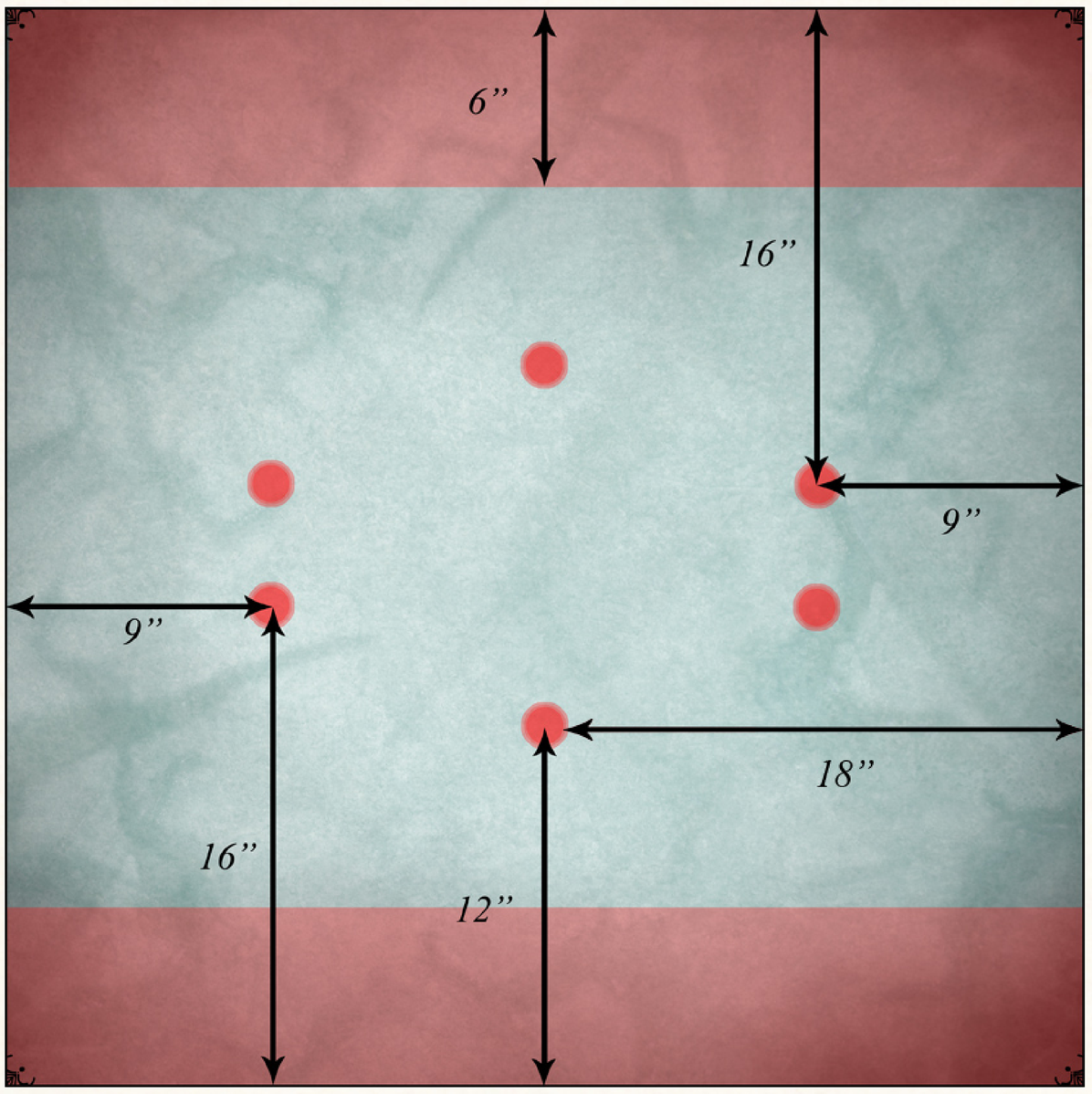
A model may ***not*** carry more than one Talisman at any one time.

Once a Talisman has been discarded, its effect ends at the end of the turn. Talismans can be dropped by an active model as a free action.

Talisman Table

Number	Name of Action	Effect of Action
1	**Wall Walk**	**Discard this Talisman to move through any walled obstacles or impassable terrain.**
2	*Inspiring Aura*	*Friendly models within 8" ignore Fear and Abomination.*
3	**Lightfoot**	**Discard this Talisman to treat difficult terrain as open terrain and treat impassable terrain as difficult terrain.**
4	*Healing Aura*	*When this model activates, all friendly models within 8" recover 1 WND.*
5	**Side Slip**	**Discard this Talisman to re-roll when defending against the next attack this model receives this turn.**
6	*Preternatural*	*Roll 3D6 when defending against an attack and discard the lowest result.*
7	**Out of Reach**	**Discard this Talisman to gain "when next charged this turn, at the end of the charge move you may place this model up to 1" away from the charging model. The charging model makes no attack."**
8	*Sight With Sound*	*Target an enemy model that is in range but out of line of sight with an ARC or RAN attack. Measurements taken ignore all intervening terrain.*
9	**Taunt**	**Discard this Talisman to mark an enemy model in line of sight. The marked model must make a MOV action towards this model as its first action.**
10	*Decaying Aura*	*When this model activates, all enemy models within 8" lose 1 WND, which cannot be prevented in any way.*
11	**Shadow Strike**	**Discard this Talisman; the next time you charge, it only costs 1AP.**

Deployment Map



Obelisk deployment zone

Player deployment zone

Chapter 3 - Say Her Name

With her power growing and now able to take her form for brief moments, she decided to take a risk. The time until the next moon was fast approaching, and she would need a lot more Mythos to align the portal. Tapping into the creatures of the deep, she summoned some of the smaller ones and blended portions of her precious store of Mythos with them, twisting and shaping them into charms.

With her prophecies proving true, she would now whisper new tales of powerful charms for those who could say her name and hurt her physical form. The promise of these charms was a lure to allow her to assess her enemies and probe their minds and bodies. The close proximity would allow her to leech Mythos from them as they attacked, and to build her reserves.

She had always found it better to know one's enemies and perhaps turn them into one's servants if one could find the right motivation. For some these would be material things, whilst for others they would be promises she would never keep. There would be those who would be more amenable when their minds had snapped and, finally, if nothing else worked she would kill them and consume their Mythos. Soon she would know who her enemies were and who she could make into her friends.

Number of Turns

6 turns

Chapter Requirements

Place all the Charm tokens into a container.

Victory Condition

The Player with the most Charms at the end of the Chapter wins initiative for the first turn of Chapter 4.

Deployment

All models are deployed within 6" of their chosen board edge. Choice of board edge is given to the player who won Chapter 2. If it was a draw then there is a roll off as normal.

Turn Activation Order

For the first turn only, the winner of Chapter 2 has the first activation. From Turn 2 onwards, players roll for initiative as normal.

Objectives

Place 9 objectives on the board as per the diagram below. A player may spend 1 AP to pick up an objective. Once an objective has been picked up, the model holding it may spend 1 MYT to "Say Her Name". The Sea Queen then appears in base contact with that model.

A player may then choose to make one of the following attacks:

1. **Face Your Fear**: SAN + 2D6
2. **Strike A Blow**: COM + 2D6
3. **Test Your Power**: ARC + 2D6
4. **Take A Shot**: RAN + 2D6

If the active model loses to the Sea Queen, then roll on the table below:

D6 Result	Condition	Effect of Condition
1	Bloated	Suffer -1/-1 MOV
2	Lacerated	Suffer -1/-1 COM
3	Rhabdophobia	Suffer -1/-1 ARC
4	The Shakes	Suffer -1/-1 RAN
5	Phobophobia	Lose 2 SAN
6	Paranoia	Opposing player chooses a condition to apply

The condition remains in play until the model launches a successful attack against the Sea Queen or attempts an unsuccessful attack which results in a new roll on the table above; this roll replaces the remains in play condition. In the event of an unsuccessful attack, the model also drops the objective in base contact with itself.

If the model is successful in the attack, the objective is transformed into a Charm and the player may draw a single Charm token from the token container.

Sea Queen Special Rules

At the start of the game, the Sea Queen is not deployed on the board. When a model activates "Say Her Name", she appears in base contact with that model.

Sea Queen Stats

The Sea Queen has the following statistics: COM/ARC/RAN of 10/10. When attacking or defending, the Sea Queen rolls 2D6 plus the statistic she is using. The Sea Queen cannot be harmed in any way other than by a "Say Her Name" attack, as detailed above. The Sea Queen is immune to all conditions (Bleed, Blind, Fatigue etc.).

Charm Table

Number	Name of Action	Effect of Action
1	**Recovery**	**Discard this Charm to roll a D6 and heal that many WND.**
2	*Pathfinder*	*Gain +1/+1 MOV while in possession of this Charm.*
3	**Shortshift**	**Discard this Charm to trade places with another friendly model also in possession of a Charm.**

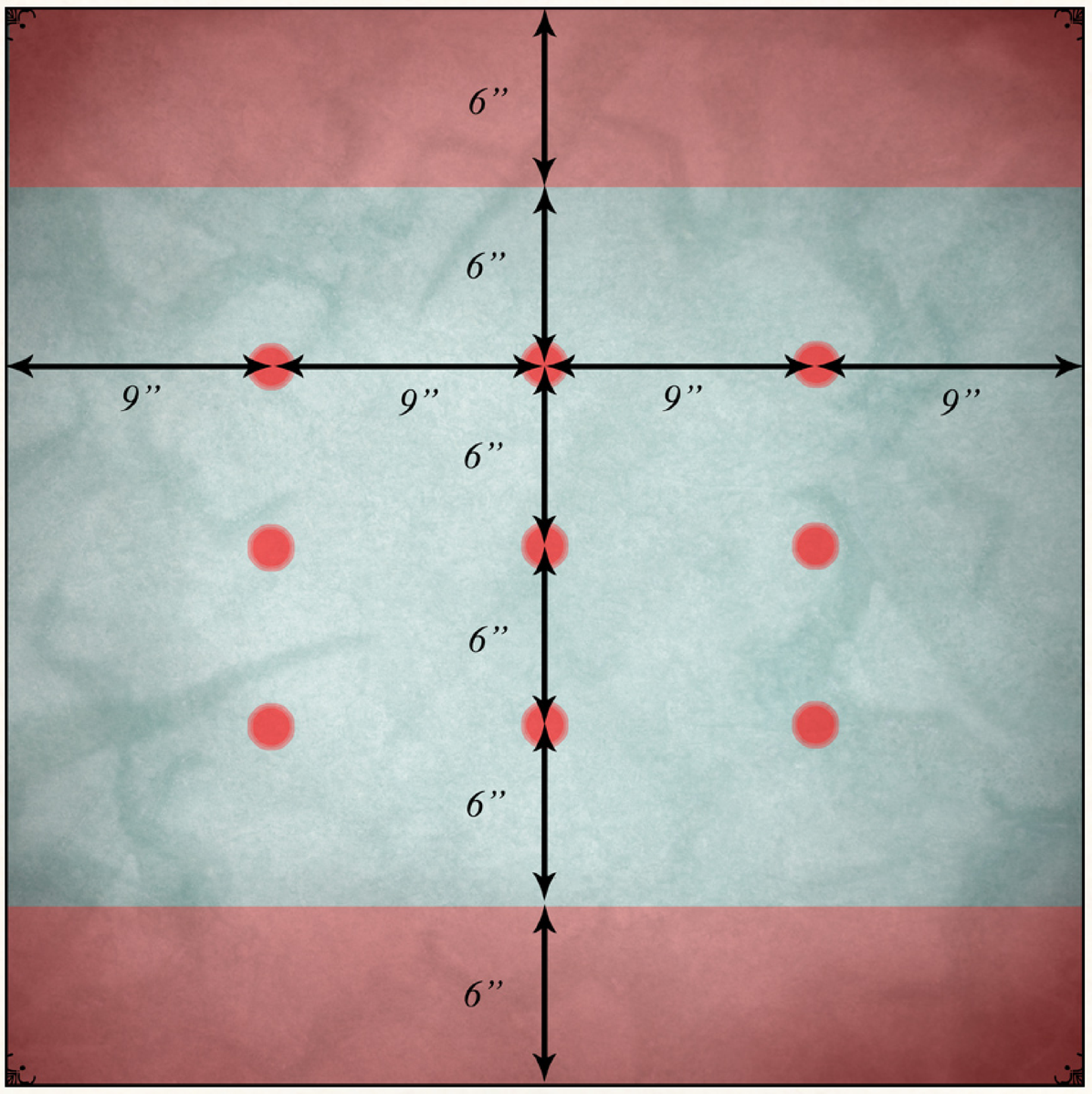
Number	Name of Action	Effect of Action
4	*Red Mist*	*This model gains +1 AP every turn that must be used as part of a COM/ARC or RAN attack action, while in possession of this Charm.*
5	**Esoteric Trader**	**Trade Charms with another friendly model also in possession of a Charm. Discard this Charm after use.**
6	*Braced for Impact*	*Increase COM, ARC or RAN by +0/+1 while in possession of this Charm.*
7	**Deceitful Message**	**The next time this model resolves "Say Her Name" it may swap the final scores with the Sea Queen. Discard this Charm after use.**
8	*Instinctive Move*	*Increase COM, ARC or RAN by +1/+0 while in possession of this Charm.*
9	**From the Brink**	**Discard this Charm to roll a D6 and recover that much SAN.**
10	*Stalking Prey*	*This model gains +1 AP every turn that must be used as part of a MOV action, including a Charge action, while in possession of this Charm.*
11	**From the Shadows**	**Portal into base contact with any enemy model on the board. This counts as a Charge action. Discard this Charm after use.**

Results in bold are one use only, may be applied instantly, and must be used in this chapter. *All results in italics are infused into the Charms; apply the action effect to the model carrying it accordingly and these Charms can be carried over into subsequent chapters.*

A model may ***not*** carry more than one Charm at any one time.

Once a Charm has been discarded, its effect ends at the end of the turn. Charms can be dropped by an active model as a free action.

Deployment Map



Chapter 4 - Taste Her Blood

With time running out and the alignment getting ever closer, she still didn't have enough Mythos to fully open the portal without dying in the process. Her choices for gaining power were limited; taking lives and claiming the Mythos of the dying would quickly boost her reserves but would draw the attention of those looking to stop her. If she had learned nothing else since her return it was not to underestimate those who opposed to her.

The Talismans and Charms allowed her to connect to those that carried them; a trickle of Mythos would keep her connected, but it would be so little that the carrier would not notice. It was time to test those she had faced and fought. Gathering her Mythos pool, she would walk the path and lay the lines, beginning the preparations to open the portal. Not only would this draw the lines that would allow her to wake her brothers and sisters, it would also provide a constant flow of Mythos to empower them and their forces.

With her power focused on protection and the laying of the lines of Mythos, she would be more open to attack than ever. Confident she could take whatever they threw at her, she would give the impression that she was wounded when a powerful attack struck. She would release a small amount of her blood for those attackers to take into their bodies. This would give her a powerful bond through which to leech more Mythos and would allow her to know where they were at all times. With the new moon mere days away, time was almost up, and the alignment would change everything.

Number of Turns

No defined number of turns. This chapter ends either when a player has no models to activate or the Sea Queen completes her route.

Chapter Requirements

Place all the Blood Glyph tokens into a container.

Victory Condition

The Player with the most Blood Glyphs wins this scenario.

Deployment

All models are deployed within their half of the Board. Opposing models may not be deployed in base contact and must be a minimum of 3" from the Sea Queen's starting position. Place 5 Route Markers as indicated in the diagram below (Route Markers may have a base size of up to 30mm).

Turn Activation Order

For the first turn only, the winner of Chapter 3 has the first activation. From Turn 2 onwards, players roll for initiative as normal.

Objectives

When an attacking model causes the Sea Queen WND, this creates a Blood Glyph which may appear on the model's body; the model takes a SAN test and, if successful, the player draws a single Blood Glyph token from the token container.

If the model fails the SAN test, apply the Bleed condition and the opposing player may choose to place the model anywhere within 6" of its original position. This may be in base contact with an opposing model.

Blood Glyph Table

Number	Name of Action	Effect of Action
1	**Mental Assault**	**Cost of 1 MYT. Choose an enemy model within line of sight and flip that model's Character Card. Apply all flip conditions as required. At the end of the turn, flip that model's Character Card back. Apply all flip conditions as required. Discard the Blood Glyph after use.**
2	*Mental Anguish*	*Cost of 1 MYT. Choose a friendly model within line of sight and flip that model's Character Card. Apply all flip conditions as required. At the end of the turn, flip that model's Character Card back. Apply all flip conditions as required.*
3	**Lash Out**	**Cost of 2 MYT. All enemy models within 8" have a random condition applied to them from the following: Bleed, Haemorrhage, Fatigue, Drain, Blind and Burn. Discard the Blood Glyph after use.**
4	*Barrier*	*Cost of 1 MYT. This model may prevent the next 2 non-conditional WND.*
5	**Turn the Hourglass**	**Cost of 1 MYT. The Sea Queen uses a 1AP MOV action to walk back along her path. Discard the Blood Glyph after use.**
6	*Urgency*	*Cost of X MYT. This model may add +1/+1 MOV for each MYT spent. This remains in play until the end of the model's activation.*
7	**Fortified Action**	**Cost of 1 MYT. You must add an additional D6 to your next COM/ARC/RAN attack or defence roll. Discard the Blood Glyph after use.**
8	*Move With Purpose*	*Cost of 1 MYT. Choose a friendly model within line of sight. That model may make an immediate 1 AP MOV action.*
9	**Feint**	**Cost of 1 MYT. During this model's activation it may substitute one, either attack or defence, COM/ARC or RAN stat for another COM/ARC or RAN stat. Discard the Blood Glyph after use.**
10	*Hypnotic Gaze*	*Cost of 2 MYT. Choose an enemy model within line of sight. That model must make an immediate 1 AP MOV action controlled by the active player.*
11	**Last Command**	**Cost of 2 MYT. Return a dead friendly model to the board in base contact with this model. It may activate normally this turn and is removed from play at the end of its activation. Discard the Blood Glyph after use.**

Results in bold are one use only, may be applied instantly, and must be used in this chapter. *All results in italics are infused into the Blood Glyphs; apply the action effect to the model carrying it accordingly and these Blood Glyphs are carried over by that model into Chapter 5.*

A model ***may*** have more than one Blood Glyph at any one time.

Once a Blood Glyph has been discarded, its effect ends at the end of the turn.

Sea Queen Special Rules

At the start of the game, the Sea Queen is deployed as indicated in the diagram below. From Turn 2 onwards, the Sea Queen moves towards the next route marker as designated on the diagram below.

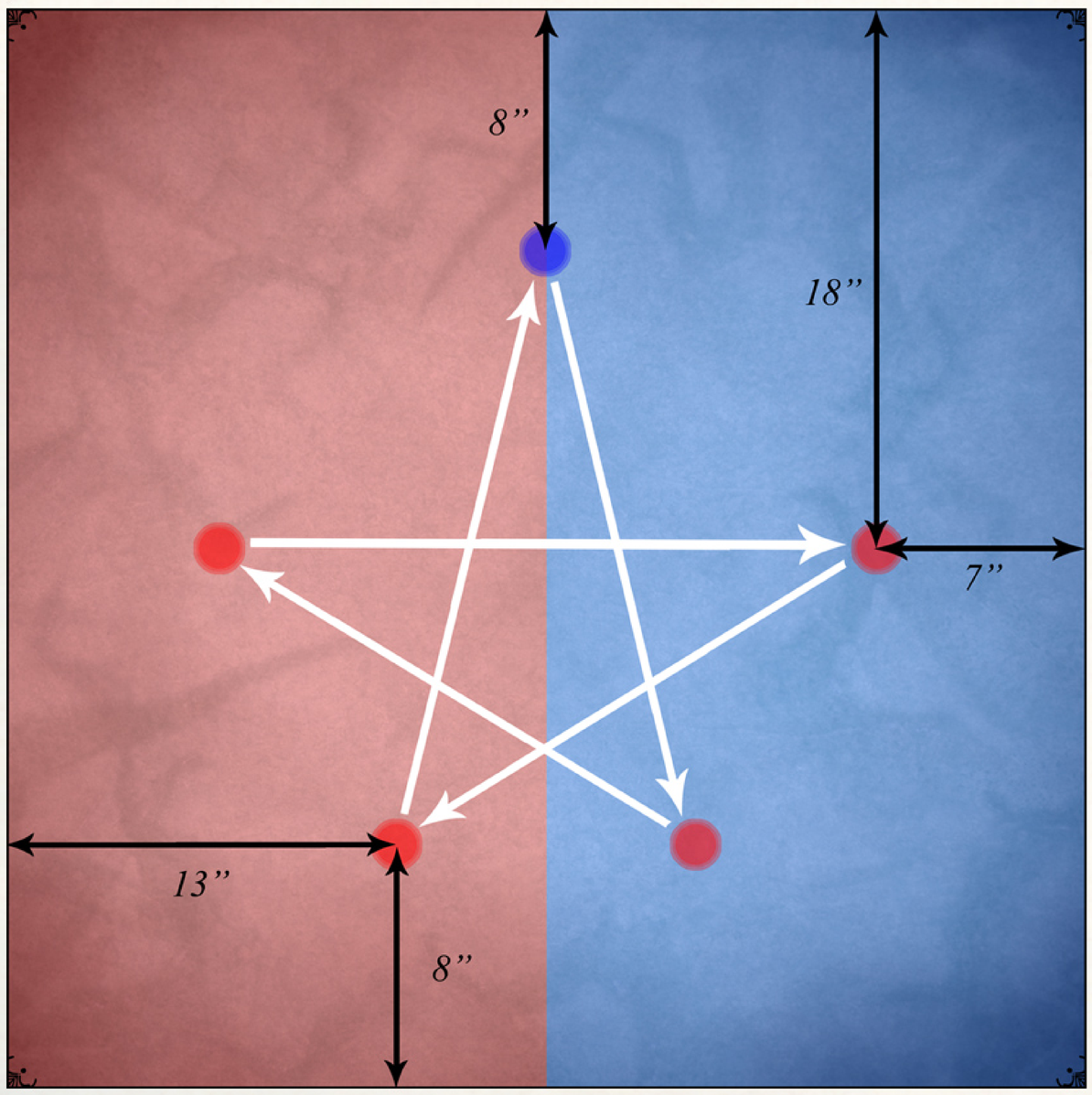
If an attack against the Sea Queen is unsuccessful, she immediately moves 4" along her defined pathway. If a model is blocking the Sea Queens MOV then she makes a COM attack against it, regardless of results that model it is pushed 3" directly away from her and she completes her move. If as part of this MOV action she comes into contact with a route marker then she stops and upon her next MOV action she will continue along her defined path.

Sea Queen Stats

The Sea Queen has the following statistics: COM/ARC/RAN of 10/10. Even though the Sea Queen can be wounded, she instantly heals these WND. When attacking or defending, the Sea Queen rolls 2D6 plus the statistic she is using. The Sea Queen is immune to all condition damage (Bleed, Blind, Fatigue etc.).

Sea Queen Actions

The Sea Queen activates at the start of a turn and before all other models have activated. She has 1AP, which is spent on a 4" MOV action. If a model is blocking the Sea Queens MOV then she makes a COM attack against it, regardless of results that model it is pushed 3" directly away from her and she completes her move. If as part of this MOV action she comes into contact with a route marker then she stops and upon her next MOV action she will continue along her defined path.



Deployment Map

- Player deployment zone
- Player deployment zone
- Sea Queen starting/ending position
- Route Marker

Chapter 5 - The Reckoning

The night had arrived, the moon was once again in full ascendancy, and all the preparations had been made. With a substantial Mythos pool, she knew she could carry out what needed to be done, but her ability to protect herself would be limited. Unsure of how much Mythos would be needed, she had to find allies amongst those who had been arrayed against her.

Of the forces she had encountered since making Landfall, she was only able to turn one to her will. Tonight they would defend her as she carried out the ritual of creating a portal, buying precious time and helping to feed her Mythos.

Tonight she would open a master portal; it would trigger and feed all the portals at all of her brothers and sisters' hunting grounds around the world. They would awake invigorated by the Mythos powering this portal, giving them just enough to make their own Landfall with their forces and to start their Mythos harvest.

With nothing left to lose, she made her way to the place of Reckoning, killing any she came across and drawing in their life-force and Mythos. Tonight she would release horror upon the world and begin the final Reckoning.

Number of Turns

6 turns

Time to Decide

At this point in the campaign, players must choose whether to be Allied with the Sea Queen in world damnation, or thwart her attempts at damnation. The player who at this point has won the most chapters chooses whether to be the Allied or Non-Allied Player. If at this point players are drawn then the player with the most Talismans, Charms and Blood Glyphs may choose. If both players are tied then roll 2D6 to decide.

Deployment

Allied models are deployed within 8" of the centre of the board. Non-Allied models are deployed within one of the four 10" x 10" areas indicated in the diagram below, with no more than 2 models per area.

Both sets of models are deployed "hidden"; players secretly record where they are going to deploy their models. Once this has been completed, both sets of deployments are revealed and models are placed accordingly.

Turn Activation Order

For the first turn only, the winner of Chapter 4 has the first activation. From Turn 2 onwards, players roll for initiative as normal.

Sea Queen Special Rules

At the start of the game, the Sea Queen is placed in the centre of the board, as indicated in the diagram below.

Sea Queen Stats

The Sea Queen has the following statistics: COM/ARC/RAN of 10/10. When attacking or defending, the Sea Queen rolls 3D6 plus the statistic she is using. The Sea Queen has 30 WND. The Sea Queen is immune to all

condition damage (Bleed, Blind, Fatigue etc.).

If the Sea Queen wins while defending, then WND are applied regardless of the type of attack.

Sea Queen Actions

If an Allied model is killed by a Non-Allied model, then the Sea Queen immediately portals to the place where the Allied model was killed and launches an attack against the Non-Allied model which killed the Allied model. She then portals back to the centre of the table.

Chapter Objectives

From the second turn onwards, at the end of each turn, add the value of each Allied model's MYT to the Sea Queens MYT Tracker if they are within 8" of the centre of the board. In addition, at the end of each turn, the Sea Queen must sacrifice 5 WND to add 5 MYT to the Sea Queen's MYT Tracker until she is down to 5 WND or less.

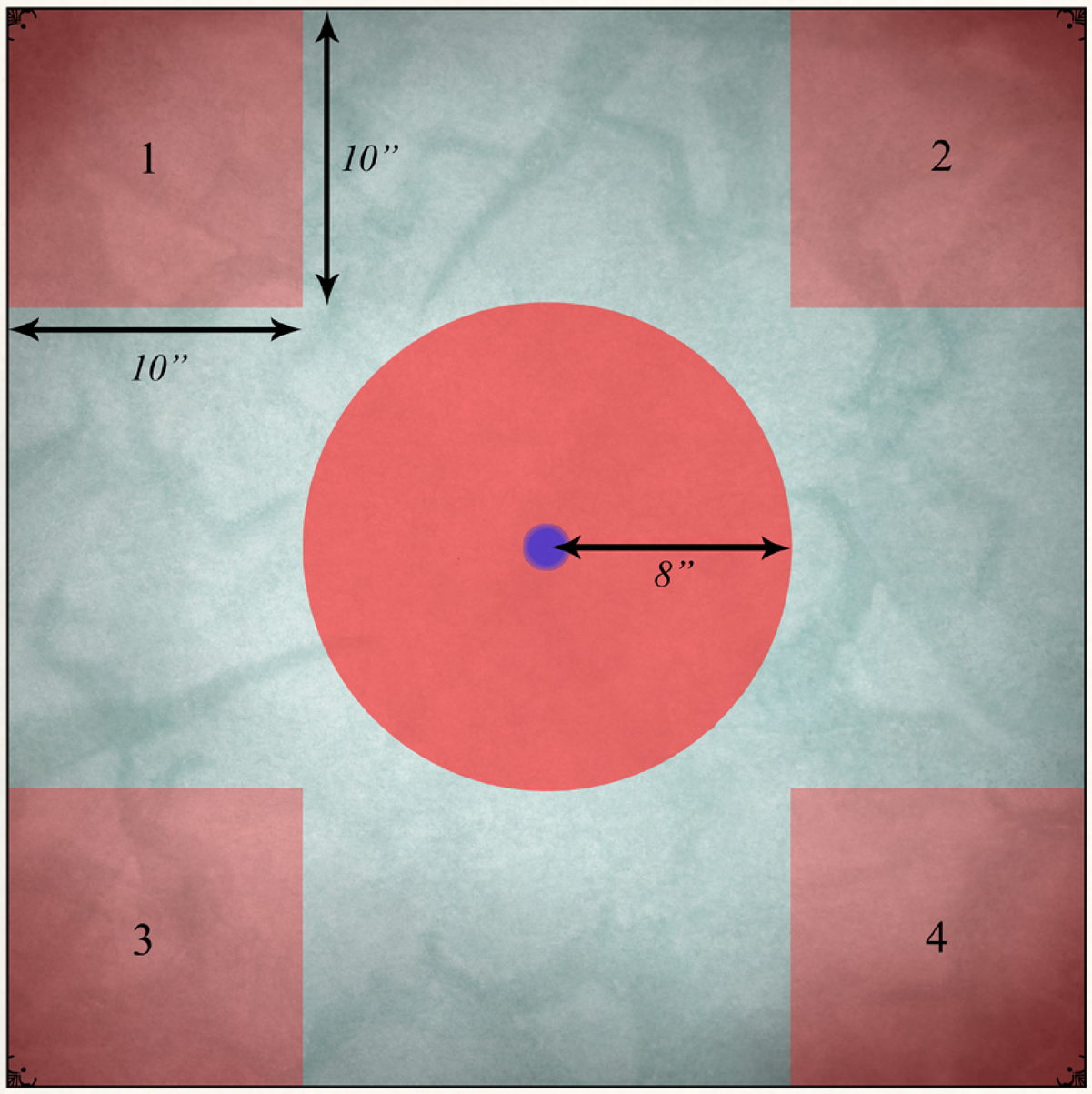
Once down to 5 WND or less, if not attacked during a turn then the Sea Queen gains 5 WND. The Sea Queen does not sacrifice her last 5 WND or less.

Victory Conditions

If the Sea Queen's MYT Tracker reaches 50, then the Allied Player is victorious and has achieved the end of the world as we know it – congratulations!

If the Sea Queen's MYT Tracker does not reach 50, then the Non-Allied Player is victorious and has prevented the world from plunging into everlasting darkness – congratulations!

Deployment Map



- Sea Queen starting position
- Allied players deployment zone
- Non-Allied players deployment zone

Campaign Conclusion

If the Sea Queen is victorious then read the following:

End Days

With a screaming rush of air, the portal opened, destroying a half mile circle of the city centre. Laughing with joy, she screamed her feelings to the sky at the deaths of hundreds in the city around her; the portal was engulfing them, killing them instantly and releasing a stream of Mythos that she absorbed.

Around the world, similar portals opened up in thousands of cities, killing hundreds of thousands of people. Most of the Mythos released was channelled to her brothers and sisters, but some came back to her through the master portal. The Mythos infusing her brought a level of ecstasy and euphoria she wasn't expecting.

Looking around the remains of the Reckoning circle, she reached out and snatched the life from any remaining enemies. Those who had fallen protecting her she fed with Mythos, bringing them back to life and further empowering them. They had proven their loyalties and would now reap the rewards. Using some of the Mythos of the enemy and that from the other portals, she poured more power into them, making them her guardians and imbuing them with new traits and abilities for the battles to come.

Humanity woke to a new enemy – one that had already made its first strike – and to a war they never knew was coming, against a force they never knew existed. The End of Days was here and only the harvest remained.

If the Sea Queen is defeated then read the following:

Another Day In the Light

With a screaming rush of air, the portal opens beneath you; your final sight before disappearing into its depths is the city of Providence.

Waking up to the smell of wet grass assaulting your senses, the night sky is clear, the moon full and bright. A vibration through the Earth makes you pause, but it quickly passes and you rise to your feet. The landscape around you is not a city; it is lush and green and definitely not like where you have come from.

Moving across to where the hill drops away you gaze down upon a farming valley and its terraced hillsides. Smoke is rising from the settlement below; looking around, you see that the rest of you are all alive and healed. Shaking off the after effects of your journey, you set off with a purpose towards the quiet community.

Campaign Gaming Aids

Sea Queen Actions

D66 Result	Name of Action	Effect of Action
11	Terrifying Beauty	Each player loses SAN equal to their remaining MYT pool. The SAN loss is applied across the players' remaining models as they choose.
12-21	Nowhere to Hide	The Sea Queen attacks the farthest away model with her ARC attack. LOS is ignored and this attack cannot be prevented in any way.
22	Room to Breathe	Each player chooses up to 3 of the opposing player's models if able. Each model chosen must be submitted to a COM Def test. If the test is failed then the model is pushed D6" directly away from the Sea Queen and suffers 3 WND. If the model impacts another model or terrain, it stops and instead suffers 5 WND.
23-32	Honeyed Words	Player 1 chooses an enemy model which must make a full MOV action towards the Sea Queen. At the end of this MOV, if the enemy model is in base contact with the Sea Queen, she will launch a COM attack against that model. If the enemy model does not make base contact with the Sea Queen, she will launch an ARC attack against the enemy model.
33	Taste of Life	The model with the highest remaining WND halves its WND value, rounding up. If models are tied on remaining WND then both are affected.
34-43	From the Deep	The Sea Queen immediately portals to Player 1's last activated model and launches a COM attack. Following this, the Sea Queen immediately portals to Player 2's last activated model and launches a COM attack.
44	Madness Over Mind	All remaining MYT from both players' MYT pools are removed. A pulse, equal in inches to the MYT removed, emanates from the Sea Queen. All models within the pulse lose SAN equal to their MYT statistic.
45-54	Alluring Whisper	Player 2 chooses an enemy model which must make a full MOV action towards the Sea Queen. At the end of this MOV, if the enemy model is in base contact with the Sea Queen, she will launch a COM attack against that model. If the enemy model does not make base contact with the Sea Queen, she will launch an ARC attack against the enemy model.
55	Laid Bare	The Sea Queen attacks all models on the table by finding their weaknesses. Each model must immediately defend an attack from the Sea Queen against their weakest defence stat.
56-65	Fiery Lust	Each player chooses up to 3 of the opposing player's models if able. Each model chosen must be submitted to a SAN test on 3D6. If the test is failed, then the model loses 1 SAN and immediately applies a Burn condition.
66	Clarion Call	All models on the table immediately roll on the SAN table using 3D6, and add their current SAN loss to the total.

Charm Table

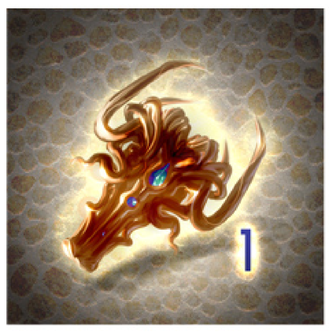
Number	Name of Action	Effect of Action
1	**Recovery**	**Discard this Charm to roll a D6 and heal that many WND.**
2	*Pathfinder*	*Gain +1/+1 MOV while in possession of this Charm.*
3	**Shortshift**	**Discard this Charm to trade places with another friendly model also in possession of a Charm.**
4	*Red Mist*	*This model gains +1 AP every turn that must be used as part of a COM/ARC or RAN attack action, while in possession of this Charm.*
5	**Esoteric Trader**	**Trade Charms with another friendly model also in possession of a Charm. Discard this Charm after use.**
6	*Braced for Impact*	*Increase COM, ARC or RAN by +0/+1 while in possession of this Charm.*
7	**Deceitful Message**	**The next time this model resolves "Say Her Name" it may swap the final scores with the Sea Queen. Discard this Charm after use.**
8	*Instinctive Move*	*Increase COM, ARC or RAN by +1/+0 while in possession of this Charm.*
9	**From the Brink**	**Discard this Charm to roll a D6 and recover that much SAN.**
10	*Stalking Prey*	*This model gains +1 AP every turn that must be used as part of a MOV action, including a Charge action, while in possession of this Charm.*
11	**From the Shadows**	**Portal into base contact with any enemy model on the board. This counts as a Charge action. Discard this Charm after use.**

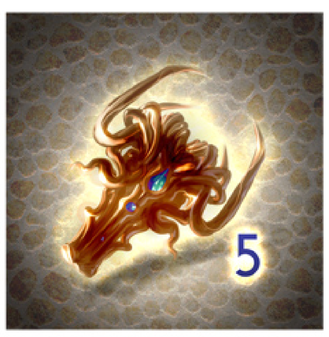
Talisman Table

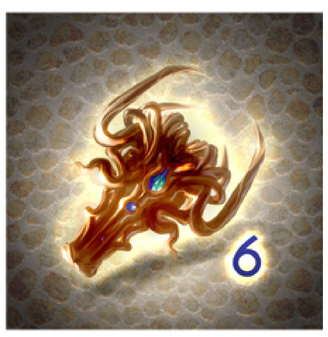
Number	Name of Action	Effect of Action
1	**Wall Walk**	**Discard this Talisman to move through any walled obstacles or impassable terrain.**
2	*Inspiring Aura*	*Friendly models within 8" ignore Fear and Abomination.*
3	**Lightfoot**	**Discard this Talisman to treat difficult terrain as open terrain and treat impassable terrain as difficult terrain.**
4	*Healing Aura*	*When this model activates, all friendly models within 8" recover 1 WND.*
5	**Side Slip**	**Discard this Talisman to re-roll when defending against the next attack this model receives this turn.**
6	*Preternatural*	*Roll 3D6 when defending against an attack and discard the lowest result.*
7	**Out of Reach**	**Discard this Talisman to gain "when next charged this turn, at the end of the charge move you may place this model up to 1" away from the charging model. The charging model makes no attack."**
8	*Sight With Sound*	*Target an enemy model that is in range but out of line of sight with an ARC or RAN attack. Measurements taken ignore all intervening terrain.*
9	**Taunt**	**Discard this Talisman to mark an enemy model in line of sight. The marked model must make a MOV action towards this model as its first action.**
10	*Decaying Aura*	*When this model activates, all enemy models within 8" lose 1 WND, which cannot be prevented in any way.*
11	**Shadow Strike**	**Discard this Talisman; the next time you charge, it only costs 1AP.**

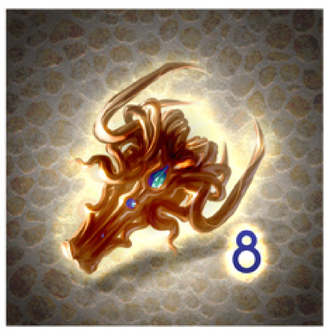
Blood Glyph Table

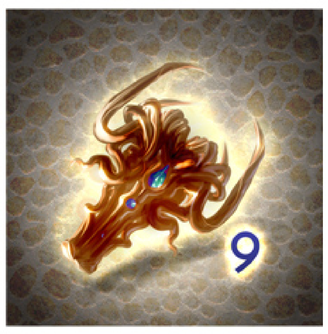
Number	Name of Action	Effect of Action
1	**Mental Assault**	**Cost of 1 MYT. Choose an enemy model within line of sight and flip that model's Character Card. Apply all flip conditions as required. At the end of the turn, flip that model's Character Card back. Apply all flip conditions as required. Discard the Blood Glyph after use.**
2	*Mental Anguish*	*Cost of 1 MYT. Choose a friendly model within line of sight and flip that model's Character Card. Apply all flip conditions as required. At the end of the turn, flip that model's Character Card back. Apply all flip conditions as required.*
3	**Lash Out**	**Cost of 2 MYT. All enemy models within 8" have a random condition applied to them from the following: Bleed, Haemorrhage, Fatigue, Drain, Blind and Burn. Discard the Blood Glyph after use.**
4	*Barrier*	*Cost of 1 MYT. This model may prevent the next 2 non-conditional WND.*
5	**Turn the Hourglass**	**Cost of 1 MYT. The Sea Queen uses a 1AP MOV action to walk back along her path. Discard the Blood Glyph after use.**
6	*Urgency*	*Cost of X MYT. This model may add +1/+1 MOV for each MYT spent. This remains in play until the end of the model's activation.*
7	**Fortified Action**	**Cost of 1 MYT. You must add an additional D6 to your next COM/ARC/RAN attack or defence roll. Discard the Blood Glyph after use.**
8	*Move With Purpose*	*Cost of 1 MYT. Choose a friendly model within line of sight. That model may make an immediate 1 AP MOV action.*
9	**Feint**	**Cost of 1 MYT. During this model's activation it may substitute one, either attack or defence, COM/ARC or RAN stat for another COM/ARC or RAN stat. Discard the Blood Glyph after use.**
10	*Hypnotic Gaze*	*Cost of 2 MYT. Choose an enemy model within line of sight. That model must make an immediate 1 AP MOV action controlled by the active player.*
11	**Last Command**	**Cost of 2 MYT. Return a dead friendly model to the board in base contact with this model. It may activate normally this turn and is removed from play at the end of its activation. Discard the Blood Glyph after use.**

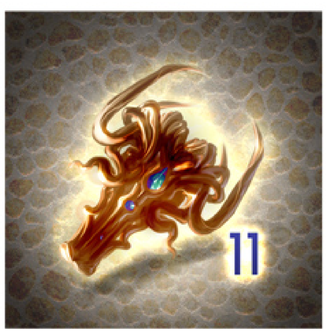












Talismans

Blood Glyphs

Charms

Sea Queen
The Reckoning
MYT
WND